



The Art Of

Prince of Persia: Warrior Within



UBISOFT™



Prologue

The Game

Bertrand Helias – Producer

Prince of Persia®: Warrior Within® presents a darker, more mature and mystical storyline than *Prince of Persia: The Sands of Time®*. Our goal was to give the game a mass of heat and excitement peppered with thrilling action sequences, unique combat experiences, and stunning visuals. As players travel between the present and the past, they are immersed in two distinct worlds tightly intertwined within the gameplay – any past action directly impacts the present. Basically, the rule is “change your past, control your present.” Our main focus in *Warrior Within* was to define a new combat system filled with incredibly astonishing and deadly moves – including a vast array of combos and special attacks. We created an intense combat experience, incorporating a variety of new enemies and unique challenges on all levels. Players will have to develop new strategies and master newly acquired fighting abilities. Also, there are many environmental elements that add to the variety of combat moves. Players can

rebound from pillars, ropes, beams, carvings, ledges, ladders, and walls — gaining more strength and velocity with every move. With all these new features in place, I believe we've met our goal.

The Art

Michael Labat — Art Director

From a conceptual perspective, we needed to differentiate the present and past sequences in the game. We used a desaturated color palette to paint a world of desolation, chaos, and ruin in the present, while the past used a bright color palette to create a radiant and luxurious world. From ancient Roman baths to huge castles and exotic gardens, we wanted to offer players a diverse and captivating game environment. The objective of the art in Warner Wishes was to make all the environments more beautiful, more detailed, more alive, and more immersive than in the previous game. The new emotions that we wanted the player to feel were fear and oppression. The player inhabits a character who is cursed and who has to face his own destiny, his own death. This influenced our artistic direction towards a more mature and darker treatment. Visually, we wanted a realistic treatment that would inspire players to perform.



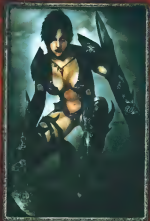


Character Design

From bland, boring, tame, common and well-known beasts to herds of wild animals, we created an onslaught of fierce, frightening enemies – all unique, diverse with inventive roles at attack. Our goal was to challenge players to employ the Free-Form Fighting system, and also to create memorable characters – heroes and enemies that would be etched in players' memories. Dressing them in bright, leather, and dark, armored robes, you could – blend as to their history, and heroic toughness to create creatures that amplified the shadowy atmosphere of the game. Most formidable of all is the ultimate enemy, the Pale One – an immortal creature that cannot be destroyed.











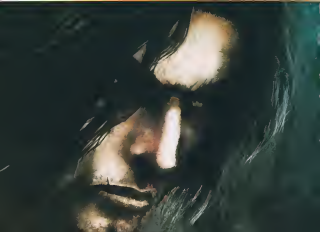






Prince Design

The Prince in *Warrior Within* is a harder-to-read mixture of his former self. Now a master warrior, he is stronger, tougher, and self-confident, but also rebuffed by the brutal fate that pursues him—his death cannot be evaded. We wanted players to feel the violent rage and enormous determination of the Prince through his physical animations and his facial expressions. His clothing reflects this new attitude: now unyielding leather armor, leather straps around his forearms, and close-fitting boots to allow him to perform martial acrobatic moves. We chose a blood-red color for his suit—a color associated with energy, war, danger, strength, power, and determination.





The Prince Illustrated

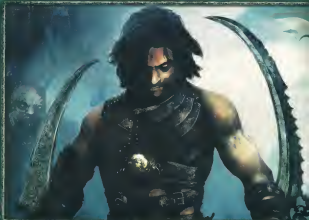
We filled the game with extremely detailed, high-resolution images to draw players deeper into the mysterious world of ancient Persia. From the rust in the leather armor to the bearded blade of a sword, our goal was to create a realistic and fantastic environment by showing the finest level of detail in the elements occupying this world. Enriching/evoking the shadowed backdrops, these vivid visual elements are critical to capture the imagination of our 3D modelers and game players. Here, and throughout, is merely good work in a lasting and memorable way.





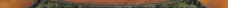












Environmental Design

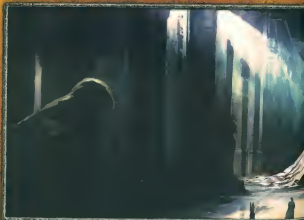
There are layers to the experience and design team work to create a sense of unity with other backgrounds and more getting through than with the old lines. The kinds of lines. We also work together, creating new, and different designs. Some describe the design team experience with world leaders of the current space. Other designs and space have passed a lot and experience something with the other kind of work. The goal is to find the experience and resources of the old world and the new, and the new, and to find the best way. The experience is the same, the design is the same, and the design is the same. The experience is the same, the design is the same, and the design is the same. The experience is the same, the design is the same, and the design is the same.























Design Team

Executive Producer: Yannis Mallat

Producer: Bertrand Helias

Art Director: Mickael Labat

Concept Artists: Nicolas "Sparth" Bourvier

Bruno Gendle

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Khai Nguyen

Stephane Turgeon

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